Everyday Mathematics Goals
Grade 1

Everyday Mathematics goals are organized here by content strand. Program Goals are shown in bold face. Numbered goals are specific to first grade.

Number and Numeration

Understand the meanings, uses, and representations of numbers

Goal 1: Count on by 1s, 2s, 5s, and 10s past 100 and back by 1s from any number less than 100 with and without number grids, number lines, and calculators

Goal 2: Count collections of objects accurately and reliably; estimate the number of objects in a collection

Goal 3: Read, write, and model with manipulatives whole numbers up to 1,000; identify places in such numbers and the values of the digits in those places

Goal 4: Use manipulatives and drawings to model halves, thirds, and fourths as equal parts of a region or a collection; describe the model

Goal 5: Use manipulatives to identify and model odd and even numbers

Understand equivalent names for numbers

Goal 6: Use manipulatives, drawings, tally marks, and numerical expressions involving addition and subtraction of 1- or 2-digit numbers to give equivalent names for whole numbers up to 100

Understand common numerical relations

Goal 7: Compare and order whole numbers up to 1,000

Operations and Computation

Compute accurately

Goal 1: Demonstrate proficiency with +/-0, +/-1, doubles, and sum-equals-ten addition and subtraction facts such as 6+4=10 and 10-7=3

Goal 2: Use manipulatives, number grids, tally marks, mental arithmetic, and calculators to solve problems involving the addition and subtraction of 1-digit whole numbers with 1- or 2- digit whole numbers; calculate and compare the values of combinations of coins

Make reasonable estimates

Goal 3: Estimate reasonableness of answers to basic fact problems (e.g. Will 7+8 be more or less than 10?)

Understand meanings of operations

Goal 4: Identify change-to-more, change-to-less, comparison, and parts-and-total situations

Data and Chance

Select and create appropriate graphical representations of collected or given data

Goal 1: Collect and organize data to create tally charts, tables, bar graphs, and line plots

Analyze and interpret data

Goal 2: Use graphs to answer simple questions and draw conclusions; find the maximum and minimum of a data set.

Understand and apply basic concepts of probability

Goal 3: Describe events using certain, likely, unlikely, impossible and other basic probability terms

Measurement and Reference Frames

Understand the systems and processes of measurement; use appropriate techniques, tools, units, and formulas in making measurements

Goal 1: Use nonstandard tools and techniques to estimate and compare weight and length; measure length with standard measuring tools.

Goal 2: Know and compare values of pennies, nickels, dimes, quarters, and dollar bills; make exchanges between coins.

Use and understand reference frames

Goal 3: Identify a thermometer as a tool for measuring temperature; read temperatures on Fahrenheit and Celsius thermometers to the nearest 10 degrees.

Goal 4: Use a calendar to identify days, weeks, months, and dates; tell and show time to the nearest half and quarter hour on an analog clock.

Geometry

Investigate characteristics and properties of two- and three- dimensional geometric shapes

Goal 1: Identify and describe plane and solid figures including circles, triangles, squares, rectangles, spheres, cylinders, rectangular prisms, pyramids, cones, and cubes.

Apply transformations and symmetry in geometric situations

Goal 2: Identify shapes having line symmetry; complete line-symmetric shapes or designs.

Patterns, Functions, and Algebra

Understand patterns and functions

Goal 1: Extend, describe, and create numeric, visual, and concrete patterns; solve problems involving function machines, "What's My Rule?" tables, and Frames-and-Arrows diagrams.

Use algebraic notation to represent and analyze situations and structures

Goal 2: Read, write, and explain expressions and number sentences using the symbols +, -, and = and the symbols > and < with cues; solve equations involving addition and subtraction.

Goal 3: Apply the Commutative Property of Addition and the Additive Identity to basic addition fact problems.